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1. (currently amended) An improved table game apparatus of the type used to play a primary table game of chance, the improved table game apparatus comprising in combination:
 - A. a gaming table having a plurality of game player locations adjacent to which a plurality of game players may play the primary table game of chance and place at least one primary game wager in connection with the primary table game of chance;
 - B. a video display mounted adjacent the gaming table whereby each player among the plurality of game players may simultaneously view the video display while at the game player locations;
 - C. a plurality of video content sources;
 - D. a video input controller having multiple video inputs and a video output, each of said video inputs being in communication with at least one of said video content sources; and
 - E. a digital computing unit in communication with the video input controller and with the video display and providing video output information to the video display;
- 15 whereby the plurality of video content sources, the video input controller, the video display, and the computing unit cooperatively provide at least a plurality of types of supplemental video content viewable by each among the plurality of game players while at the plurality of game player locations at the gaming table.
- 20 2. (original) The improved table game apparatus of claim 1 also having a game table input device mounted in association with the gaming table and in communication with the digital computing unit whereby at least one game player may input commands to the computing unit.

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3. (currently amended) The ~~improved~~improve table game apparatus of claim 1 also having a supplemental game program loaded into the digital computing unit whereby the video display and digital computing unit cooperatively provide a supplemental display visible to the plurality of game players while at the game player locations at the gaming table.

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4. (original) The improved table game apparatus of claim 2 also having a supplemental game program loaded into the digital computing apparatus whereby the video display, digital computing unit, and game table input device cooperatively provide an interactive supplemental game display visible to the plurality of game players while at the game player locations at the 10 gaming table.

5. (original) The improved table game apparatus of claim 1 also having a plurality of game table input devices, each of said game table input devices being: (i) mounted in association with game table generally within reach of at least one of the plurality of game players when at 15 one of the game player locations; and (ii) in communication with the digital computing unit.

6. (original) The improved table game apparatus of claim 5 also having a supplemental game program loaded into the digital computing apparatus whereby the video display, digital computing unit, and plurality of game table input devices cooperatively provide an interactive 20 supplemental game display visible to the plurality of game players while at the game player locations at the gaming table.

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7. (original) A table game video system for use with a plurality of game tables of the type used play a primary table game of chance and having a plurality of game player locations adjacent to which a plurality of game players may play and place at least one primary game wager in connection with the primary table of game of chance, the table game video system

5 comprising in combination:

A. a system computing server;

B. a video content distribution network in communication with the system computing server and in dynamically selectable communication with a plurality of video content sources;

10 C. a plurality of video displays in communication with the system computing server through the video content distribution network, each said video display being mounted adjacent at least one gaming table; and

D. a supplemental video game program portion loaded into the system computing server;

15 whereby the video displays and system computing server may cooperatively provide at least supplemental video game content viewable by the plurality of game players while at the plurality of game player locations at their respective game tables.

8. (original) The improved table game apparatus of claim 7 also having at least one game 20 table input device being mounted in association with at least one gaming table and in communication the system computing server whereby at least one game player may input commands to the computing unit.

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9. (original) The improve table game apparatus of claim 7 wherein the side wagering game program portion, the video display, and the system computing server cooperatively provide a supplemental game display on one of said video displays simultaneously visible to all of said game players at the game player locations at one of said gaming tables.

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10. (original) The improved table game apparatus of claim 8 wherein the side wagering game program portion, the video display, system computing server, and game table input device cooperatively provide an interactive supplemental game display visible to the plurality of game players while at the game player locations at the gaming table.

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11. (original) The improved table game apparatus of claim 7 also having a plurality of game table input devices, each of said game table input devices being: (i) mounted in association with game table generally within reach of at least one of the plurality of game players when at one of the game player locations; and (ii) in communication with the system computing server.

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12. (original) The improved table game apparatus of claim 11 wherein the side wagering game program loaded, the video display, the system computing server, and plurality of game table input devices cooperatively provide an interactive supplemental game display visible to the plurality of game players when at the game player locations at the gaming table.

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13. (original) An improved table game system of the type used to play card games in which a plurality of game players may place wagers in connection with the card games, the improved table game system comprising in combination:

A. at least a first and a second card gaming table;

5 B. a video system associated with the first and second card gaming tables and including:

i. a first video display apparatus in communication with the computer network and mounted in association with the first card gaming table whereby a first game player at the first game table may view first card gaming table side-wager indicia on the video display apparatus;

10 ii. a second video display apparatus in communication with the computer network and mounted in association with the second card gaming table whereby a second game player at the second card game table may view second card game table side-wager indicia on the video display apparatus;

15 iii. a video content serving apparatus in communication with multiple video content sources and with the first video display apparatus and the second video display apparatus;

iv. at least a first supplemental game input unit mounted in association with the first card game table whereby the first card game player may input side wagering commands to the video content server; and

20 v. at least a second supplemental game input unit mounted in association with the first card game table whereby the second card game player may input side wagering commands to the video content server.

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14. (original) A method of operating a table gaming business, the method including the steps

of:

A. on at least one game table, operating a table game of chance in which one or more game players are provided the opportunity to place wagers on the outcome of a

5 primary table game of chance;

B. providing a video display simultaneously viewable by the one or more game players at the one game table;

C. providing at least one game player with the opportunity to also participate in a supplemental game conducted at least in part in conjunction with supplemental

10 game video content displayed on the video display; and

D. displaying additional non-game video content through the video display.

15. (original) The method of claim 14 wherein the method also includes as step D: the non-

game video content on the video display is dynamically alterable and viewable by the one or

15 more game players when at the one game table.

16. (original) The method of claim 15 wherein the non-game video content includes at least a

text banner.

20 17. (original) The method of claim 15 wherein the non-game video content includes at least

advertising content.

18. (original) The method of claim 15 wherein the non-game video content includes at least

sports content.

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19. (original) The method of claim 15 wherein the non-game video content includes at least music entertainment content.

5 20. (original) A method of operating a table gaming business, the method including the steps of:

A. on each among a plurality of game tables, operating a table game of chance in which one or more game players at said game table are provided the opportunity to place wagers on the outcome of a primary table game of chance;

10 B. providing a plurality of video displays, each of which video displays being mounted in association with at least one game table among the plurality of game tables and viewable by said one or more game players at said one game table;

C. providing at least one game player with the opportunity to also participate in a supplemental game conducted at least in part in conjunction with video content displayed on the video display viewable to the at least one game player; and

15 D. displaying non-game content on one or more among the plurality of video displays.

21. (original) The method of claim 19 wherein the non-game content is dynamically 20 selectable whereby the wagering and non-wagering content is viewable from at least the particular game tables associated with said one or more among the plurality of video displays.

22. (original) The method of claim 20 wherein the non-wagering video content includes at least a text banner.

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23. (original) The method of claim 20 wherein the non-wagering video content includes at least advertising content.

5 24. (original) The method of claim 20 wherein the non-wagering video content includes at least sports content.

25. (original) The method of claim 20 wherein the non-wagering video content includes at least music entertainment content.

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26. (original) The method of claim 20 wherein the non-wagering video content includes a plurality of disparate types of video content whereby the type of video content displaying on at least one of the plurality of video displays is dynamically alterable.

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27. (currently amended) A method of operating a table gaming business, the method including the steps of:

- A. on each among a plurality of game tables, operating a primary table game of chance in which a plurality of game players at said game table are provided the opportunity to place wagers on the outcome of a primary table game of chance;
- B. providing a plurality of video displays, each of which video displays being mounted in association with at least one game table among the plurality of game tables and viewable by said plurality of players at each of said game tables;
- C. providing at least one game player with the opportunity to also participate in a supplemental game conducted at least in part in conjunction with video content displayed on the video display viewable to ~~the~~ at least one game player; and
- D. displaying non-game content on the plurality of video displays.

15 28. (original) The method of claim 27 wherein the non-game content is dynamically selectable whereby the wagering and non-wagering content is viewable from at least the particular game tables associated with said one or more among the plurality of video displays.

29. (original) The method of claim 27 wherein the non-wagering video content includes at 20 least a text banner.

30. (original) The method of claim 27 wherein the non-wagering video content includes at least advertising content.

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31. (original) The method of claim 27 wherein the non-wagering video content includes at least sports content.

32. (original) The method of claim 27 wherein the non-wagering video content includes at 5 least music entertainment content.

33. (original) The method of claim 27 wherein the non-wagering video content includes a plurality of disparate types of video content whereby the type of video content displaying on at least one of the plurality of video displays is dynamically alterable.

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34. (original) The method of claim 20 wherein the method also includes the step of receiving supplemental remuneration on behalf of the one game player in connection with participation in the supplemental game.

15 35. (original) The method of claim 27 wherein the method also includes the step of receiving supplemental remuneration on behalf of the one game player a fee in connection with participation in the supplemental game.

36. (original) The method of claim 20 wherein the supplemental game is a side wager game.

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37. (original) The method of claim 27 wherein the supplemental game is a side wager game.